

THE AMERICAN GO JOURNAL

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MATSUDA - LEE GAME

This game was played at a regional meeting at Princeton New Jersey on March 20, 1954. It was the first time that the contestants had faced each other, and each seemed delighted to have found so worthy an opponent.

The comments are partly taken from discussion after the game, in which the players answered spectators' questions. Those without attribution represent a consensus; others are followed by an identifying initial and in part resulted from later correspondence with the Editors.

Mr Lee is the Commercial attache of the Korean Embassy in Washington. He has been in this country for several years; in 1948 he was awarded the degree of Cho-dan (Shodan) by the Korean Go Association, and selected as the only amateur to attend a congress of professionals.

Mr Matsuda needs no introduction to Journal readers.

Mr Lee won the game here presented by 3 points. On the following day, Mr Lee again played Mr Matsuda. On that occasion Mr Lee took White, and Black resigned after °176.

1 C4	2 Q4
3 D17	4 E4
5 R16	6 O16

*7 D15. To play here instead of replying to °6 in the R16 corner gives White a local advantage there, but I preferred to have one strong base for future operations. Had I answered °6 directly, W could have attacked the °3 stone, and it may be considered that W would have obtained a strategic advantage by having attacked three black corner stones. I prefer if possible to follow the principle that Black should have at least one Shimari (Shimari - corner enclosure with two or more stones). [L]

9 Q17	10 Q16
11 Q15	12 P16



Mr Lee deliberates as Stuart Haywood and Joseph Bilbrey, Jr (both of Washington) look on.

13 S17	14 R18
15 S15	16 S18
17 T18	18 P17

*8 - 18. Joseki.

*19 R11. A black extension of this sort is essential, but both players questioned after the game whether °R12 might not have been a better choice.

20 R14

21 R15	22 R9
--------	-------

*23 P11. Necessary response to °22, because °19 was so wide. [L]

24 P9

*25 L3. Questioned later by spectators, Mr Lee explained that he played here rather than at K3 or J3 because he sought a white response at J3 or thereabouts, so that he could strike toward the east side. °25 K3 or J3 would have invited W to fortify this potentially big eastern zone with °26 N3 or M3. At this time - any time after °19 in fact, a play at K17 would have been big for either player. Black longed for a chance to play there, but in vain. (Continued on page 30)

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membership in the American Go Association. Membership dues are \$4.00 per year. Back issues \$3.00 per volume, through September 30th, 1954.

Visits and Visitors

In March and April the Princeton group twice played host to visiting groups of Go players. The first of these gatherings was a two-day affair with about 25 players from Washington, New York and, of course, Princeton. It produced, among many others, the notable game which leads off this issue.

The second affair was a meeting with the Seabrook (New Jersey) group captained by Shizuo Nakashima, Nidan. Oddly enough, we are indebted to Kido for this meeting - it was in Kido that Mr Nakashima read of the American Go Association, and so contacts were established between us.

Seabrook has extended an invitation to New York, Princeton, Philadelphia, and points between, for a tournament next winter.

Another enjoyable gathering was on the occasion of a visit from Professor Lien-sheng Yang of Harvard University, during which he played ranking Princeton and New York members.

Kido

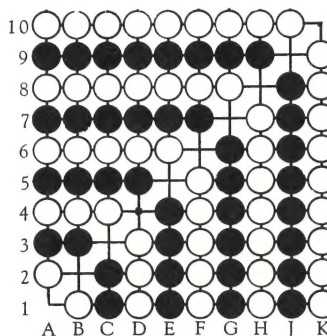
Valuable as the Nihon Kiin magazine "Kido" is, we feel it would be even more interesting to American subscribers if an English index were available. For the current year, as an experiment, the AGA will send members who subscribe to Kido a monthly index. Cost of index, one dollar per year, payable to the AGA. Kido is a worthwhile investment for the serious player even if the text is impenetrable to most of us. The games can be followed easily from the excellent diagrams.

Several pages of each issue are now devoted to Joseki studies in English. Subscriptions (\$5.00 per year) may be sent to "The Kido Magazine" 43 Kitamachi, Shiba-Takanawa, Minato-ku, Tokyo, Japan.

SEKI WITHIN SEKI

Sir:

Some of your readers may be interested in the following hypothetical position consisting entirely of Seki within Seki. Whoever plays a stone loses the whole board. The position could arise only if there were some previous captures, since White has won by 18 on Chinese scoring. [Dr Good's count applies when the position is extended to the 19 x 19 board; being lazy, we have cut the illustration below to 10 x 10.]



Yours sincerely,
I. J. Good
131 Cheviot Gardens,
London, N. W. 2

To all those who, after our recent appeal, offered to help with translation, proof-reading, etc, our very sincere thanks! This assistance has been much appreciated.

Since our current membership rate is four dollars per year, prices of back issues will go to four dollars per volume on October 1st of this year.

EVEN GAME FUSEKI STUDIES

by Honinbo Shusai

Maneuver 22

Black	White
1 R16	2 C15
3 P16	4 R5
5 D3	

*5 C4 is also good. If *6 E3, then *7 K3 and B has a strong play available at P4.

-	6 C5
7 C9	8 F4

*8 C3, F5 or F3 are all acceptable alternatives.

9 D5	10 D4
11 E4	12 C4
13 E3	14 E5
15 D6	-

*15 is vital, otherwise the advantage of *7 C9 would be lost entirely.

-	16 C3
17 F3	18 F5
19 H3	20 B7
21 D8	22 H5
23 K4	-

The sequence through *23 is a variation of dai keima Joseki.

-	24 G9
---	-------

Usually 24 is played a step lower at G8. *24 G9 intends further pressure at D10.

25 D12	-
--------	---

Guarding against the threatened W play at D10. As a result of *25, W's consolidation at D17 is very important.

-	26 D17
---	--------

*26 E9 could have been played first. *27 C13 would be the logical reply.

27 P4	28 Q3
29 P3	30 Q2

*27 and 29 are important placements. If *27 Q3, then *28 P4, and Black will have an unbalanced, redundant position along the third line.

31 K17	-
--------	---

Or *31 Q11, with a later extension to R7.

-	32 R11
---	--------

33 G17	-
--------	---

*33 aggressively completes B's extension and prevents the expansion of

White's corner position. If *3 P16 had been played at P17, then a possible W invasion at M17 or N17 would be less formidable, and B could play *33 R13, threatening to invade at R9.

-	34 R14
---	--------

Similar in effect to *33 G17.

35 P14	-
--------	---

Aggressive defense. *35 N16 would be aiming at absolute safety, a passive course.

-	36 Q6
---	-------

Defending territory and creating a threat at M3 or M4. In the absence of *Q6, Black's occupation of P7 would be very powerful, reducing the white area and further menacing the five whites to the left.

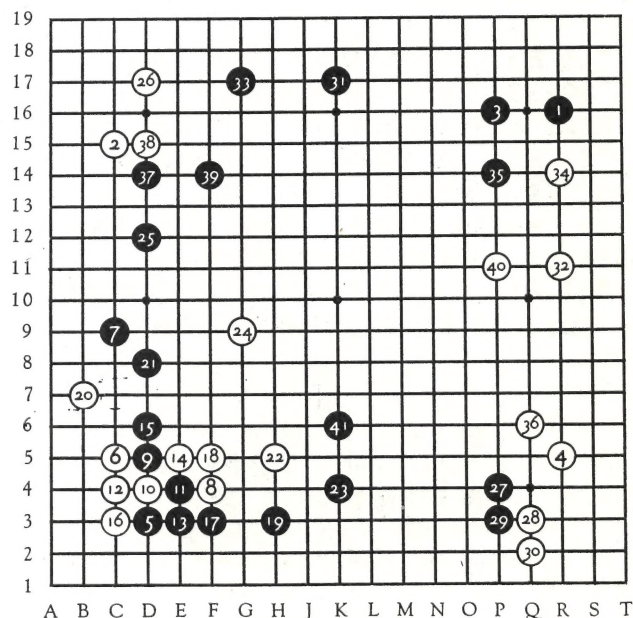
37 D14	38 D15
--------	--------

Tenuki would provoke *39 C14.

39 F14	-
--------	---

A light-footed operation designed to bring the two black positions into contact, and at the same time attack the white five-stone formation in the center.

One sequence to follow the above may be White's guard at P11, followed by Black's similar placement at K6.



GO SEI-GEN - FUJISAWA

Tenth Game

This, the last of the ten games between the two 9th degree masters played for the Yomiuri newspaper in 1951-52, was won by Go Sei-gen, bringing his score to 7 won, 2 lost and 1 jigo. Note that beginning with this game Fujisawa played at sen-ai-sen, that is, taking Black twice in three games. Go Sei-gen also won the next match against Fujisawa, so that the latter must take Black all the time.

The comments on this game are by Fujisawa 7th Dan, (no relation to the contestant) and again the translation is by Koshi Takashima.

°9 P6. This play is rarely used nowadays, although quite popular in Shin-Fuseki, (i.e. "new" high Fuseki vs the "classical" opening) when that was in its prime.

The significance of °9 P6 is to be able to ladder W in case of an attack at F17. The sequence would be: °F17, °G17, °G16, °E17, °F18, °F15, °E18 and °H16. The white stone on G16 will shatter against °9P6.

°12 B15. A good play. B has invested 3 stones to establish himself in the corner, but B15 effectively reduces it.

°16 H3. Important, lest °G3.

°20-22. Even though this is gote it is big, and threatens invasion at R3.

°23 K5. A timely protection to avert °K4, whence °L4, °K5, °J3, °H4, which would have given W a powerful position toward the center.

°24 R3. You see? Should B reply 25 S3, instead of Q3, See Figure 1.

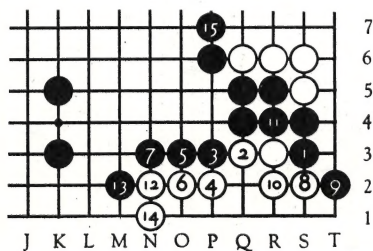
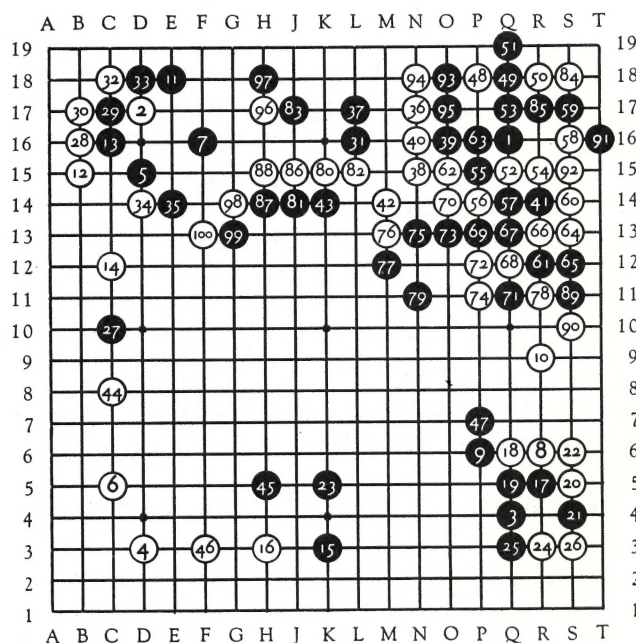


Figure 1

Black	White	Black	White
1 Q16	D17	51 Q19n	Q15
2 Q4	D3	53 Q17n	R15n
5 D15	C5	55 P15	P14
7 F16	R6	57 Q14n	S16
9 P6n	R9	59 S17n	S14
11 E18	B15n	61 R12	O15
13 C16	C12	63 P16	S13
15 K3	H3n	65 S12n	R13
17 R5	Q6	67 Q13	Q12
19 Q5	S5n	69 P13	O14
21 S4	S6	71 Q11	P12
23 K5n	R3n	73 O13	P11
25 Q3	S3	75 N13n	M13
27 C10n	B16	77 M12	R11
29 C17	B17	79 N11	K15
31 L16	C18	81 J14n	L15
33 D18	D14	83 J17	S18
35 E14	N17n	85 R17	J15n
37 L17n	N15	87 H14	H15
39 O16	N16	89 S11n	S10n
41 R14	M14	91 T16	S15
43 K14n	C8n	93 O18	N18
45 H5	F3n	95 O17	H17
47 P7n	P18	97 H18	G14
49 Q18n	R18n	99 G13n	F13



Tenth Game

°27 C10. Good uchikomi.
 °36 N17. Other possibilities were °R14, °Q14 or °36 H5.
 °37 L17. A secure answer.
 °43 K14. 43 O17, taking the corner, would have been big. If then °K14, °M18.
 °44 C8. Good play but H5 might have been even better.
 °46 F3. Lest °E3.
 °47 P7. An indirect threat against the four whites on the upper border.
 °49 Q18. °R18 would be safer.
 °50-52: Very interesting!
 °51 Q19. If instead °Q17 then °Q19, °R17, °S18, °S17, °P17 and °R11. Another possibility after °R17 (in the above sequence) is °R12, °O18.
 °53 Q17. The sealed play ending the first day. Had B instead played R15 see Figure 2. This line of play would not be bad for Black.

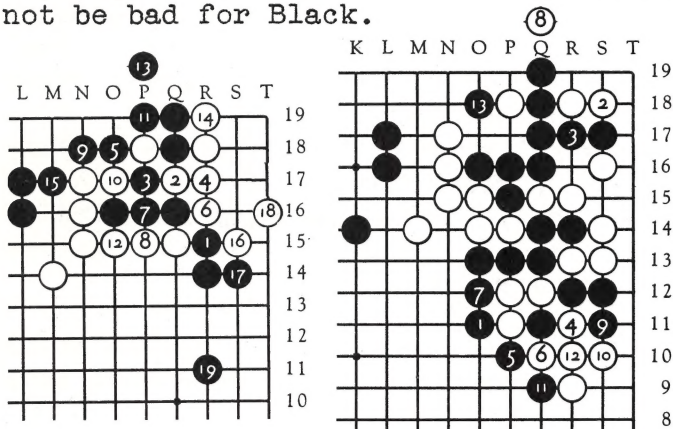


Figure 2

Figure 3

°54-56. White cuts and the fight becomes more serious.
 °57 Q14. A very difficult situation. B thought for one hour and 7 minutes.
 °59 S17. B again meditated over one hour. °S14 instead? °P16, °P17+, °O15, °P16ts, °S18 and W wins the semeai.
 °65 S12. °Q12 instead? °S18. This would be bad for Black.
 °75 N13. One hour and 16 minutes! Sugiuchi, 7th Dan was of the opinion that °75 O11 would have made life easier for Black. The sequence is shown in Figure 3.
 °81 J14. B must not play L15 instead, lest White run out with K13.
 °86 J15. W cannot play watari at T17 instead because then °T18. ["The proof is left to the student" - several sacrifice plays are involved.]

°89 S11. The sealed play after the second day.
 °90 S10. Fine play.
 °99 G13. °G15 instead? °G16, °F15, °G18!

Black	White	Black	White
101 G15	F14	133 C6n	E15+
103 F15	L12	135 E16	C7
105 L11	K12	137 D6	D7
107 K11	H12	139 C4n	E6
109 F12n	E13	141 D5	E8
111 D13	E12n	143 E5	F9
113 D12	E11	145 C3	C2
115 C14+	J11	147 B2	E2
117 B18	C13n	149 C1	G5
119 D11n	B14	151 F6	G6
121 F10n	E10	153 G4	H4
123 E9	F11	155 G7	F5
125 G11	G12+	157 E7+	D9+2
127 D10	H13+	159 G2	H2
129 D8	C15	161 F4	H6
131 D16	D14+	163 E4	J5+

°109 F12. B sacrifices the 4 stones on line 13 and 14 for an attack on the border. Black might have played 109 J12 instead, whence °J13, °H13, °J11+, °G12, °E12 and °G11 - this had possibilities for an attack on the whites in the center.

°112 E12. Obviously W cannot take at E15 instead, since then °E12

°118 C13. A sound play. If instead °D11 see Figure 4 - White has lost the stones along the upper border.

°119 D11. Black has now used up his 12 hours and 59 minutes; from now on every move must be made within one minute.

(Continued on page 27)

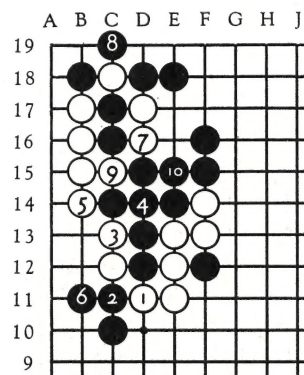


Figure 4

EIGHT STONE OPENING

Bruno R ger

The following game is taken from Bruno R ger's unpublished manuscript "52 Handicap Openings". The translation is by Stuart Haywood and Bob Fisk.

White	Black
1 C6	2 D6

With 8 or 9 handicap stones, this placement is the best answer. Naturally B can also play G3 or F4, but D6 is safest. Since the weaker player should be mindful of his safety above all,  2 D6 is best.

3 D7	4 E6
5 E7	-

In games with large handicaps White must play as many different Joseki as possible so as to give B the opportunity to make mistakes - hence E7 instead of the usual C5.

- 6 C5
This is the best reply; however, F7 can also be played.

7 C7

Here White could also play B7. Then Black must immediately answer B6! If he omits this, W plays B5 with sente. But if Black has played B6 and W has connected with C7, B can tenuki, perhaps at F6. White will not be quick to play B5 because he loses sente after  B4. Beginners very often make the mistake of protecting such a stone, overlooking repeatedly that in the opening and middle game sente is worth much more than a single stone!

By connecting immediately with C7, White plans to attack the corner later with C3.

- 8 F6

This move is very important and is often underestimated. If instead  G3, then  9 F6,  10 F5,  11 G5,  12 F4 and the black position is not good.

9 D13

If  G8 at once, B makes safe with 10 C13.

- 10 F16

The last white move threatens D10 as well as D16. In such cases the cor-

ner must be secured first. Beginners very often forget this too.

11 G8

Now this is very important. If W plays elsewhere, B can continue advantageously with 12 F10,  G8,  F13 or 12 F7,  F8,  G8,  F9,  G9,  F10,  G10, and  F11.

- 12 K17

A good move which secures the territory between F16 and K17. Beginners who have seen but not understood this move in master games often use it incorrectly. The doubling of a handicap stone on the edge is not good in every case, but only when thereby a black territory is made safer. B could just as well have played 12 K3, which would have won the territory D4 to K3. Conversely it would be a mistake to play  12 R10, which merely threatens to win territory, and it is very doubtful if Black could redeem his threat against a far superior opponent.

13 R12

14 R7

Black supports the attacked stone at Q10; but  O16 or K3 would have been good plays also.

15 O17

16 O16

Black chooses a completely safe continuation. Because he has already played K17, he could have selected the stronger  16 P17, whence  O16,  Q14,  P12,  O13, after which both white groups would have been very weak and exposed to hostile attacks.

17 N16

18 O15

19 Q17

After 19 P17, 20 Q17, the position would have been unfavorable for White.

- 20 P17

21 P18

22 P16

23 N18

24 R17

25 N15

If  Q18 instead, then  N15,  M16,  M15. However, W cannot permit himself to be cut off from the center and so plays N15, whereupon the next two B plays are the accepted answer.

- 26 M17
27 N17 28 Q18+
29 N13 -

If W comes to the aid of the stone at R12 with 29 P12, then  30 N14, and if W defends with 31 L15, Black presses on with 32 O11.

- 30 P12

In case W wants to make a connection through P13, B can very well make the cut N14.

31 R9 -

Instead of R9 W could also play S10 in order to follow 32 R9 with 33 R14, but 31 R9 is better than S10.

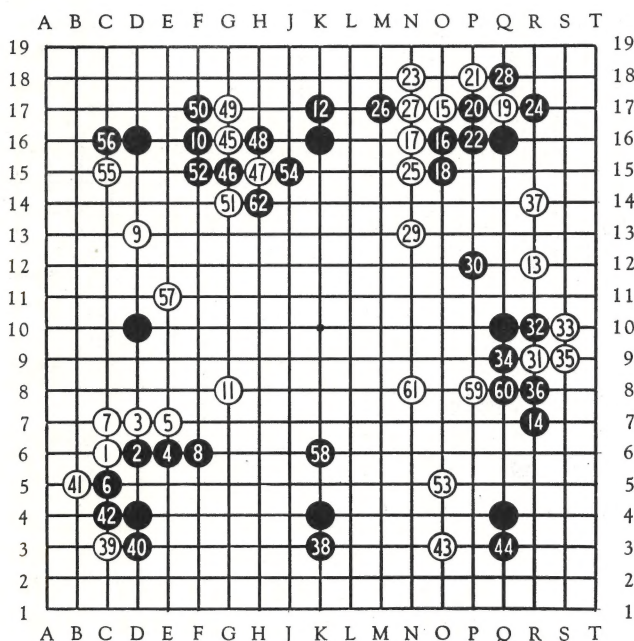
- 32 R10
33 S10 34 Q9

Thereby B retains sente in order to be able to play K3 at the earliest opportunity. B could also have played 34 S11, whence  S9,  R11,  Q9,  P10.

35 S9 36 R8
37 R14 38 K3
39 C3 -

Here W would have preferred to play F3, but then B would have answered D3, and W could neither flee nor make eyes with F3.

- 40 D3
41 B5 42 C4
43 O3 44 Q3
45 G16 -



Since B already has played K17, attacks by W at G16, H16 or H17 have no prospect of success, but since W has given 8 stones, he wants to make an attempt and see how Black defends.

- 46 G15
47 H15 48 H16
49 G17 50 F17
51 G14 52 F15
53 O5 -

W cannot save the two stones around G17.  B4 would be too small. He must play O5 at once, for otherwise B plays N4 and O3 would be lost.

- 54 J15

A good move. With this, B can more easily attack the whites around O17, besides which he threatens the attack E12, against which W must next defend.

55 C15 56 C16
57 E11 -

It is important in any attack on one's opponent not to forget one's own safety.

- 58 K6

Good - it enlarges the black territory and simultaneously attacks the two whites around O3.

59 P8 60 Q8
61 N8 62 H14+

With this move B is completely safe, but it is not the best move.  H7 or B4 would have been stronger.  B14 would also have been good.  62 B14 might be followed with 63 B13 (not  B15 because of 64 C14), 64 C14, 65 C13 and 66 A13.

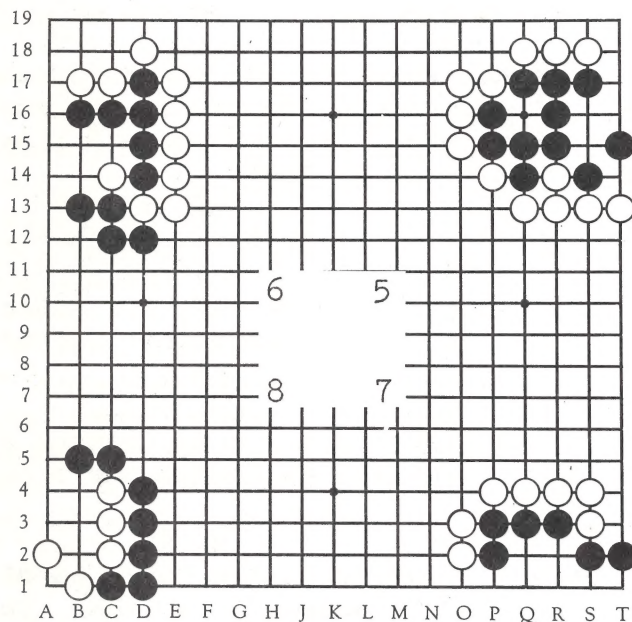
If Black were a stronger player he could capture the whites on the east edge, thus:  1 S13,  2 S14,  3 N14,  4 M14,  5 O14,  6 L15,  7 S12,  8 S11,  9 R13,  10 Q13,  11 Q12,  12 R11,  13 Q14. Or:  1 S13,  2 R13,  3 N14,  4 M14,  5 O14,  6 L15,  7 S11. Of course if B could carry out such attacks he would no longer get 8 stones.

Like coffee with your Go? The Espresso variety, as well as our domestic version, keeps the players alert at D'Artigiani's on Morton just off Bleecker in the Village, N. Y. City. Boards and stones by courtesy of mine host. You may find opponents any evening, but weekends are best. (Closed Tuesdays)

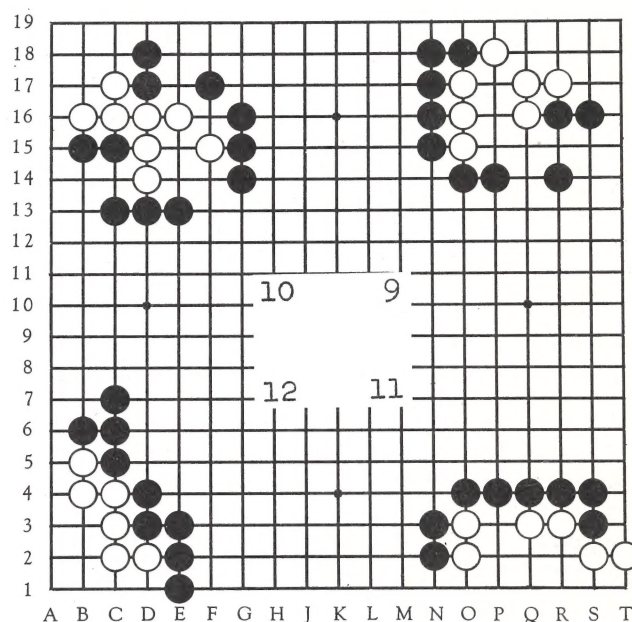
PROBLEMS

Whether you are in the mountains or on the seashore, you are bound to have a more absorbing vacation if you take this Journal with you. Our contributor

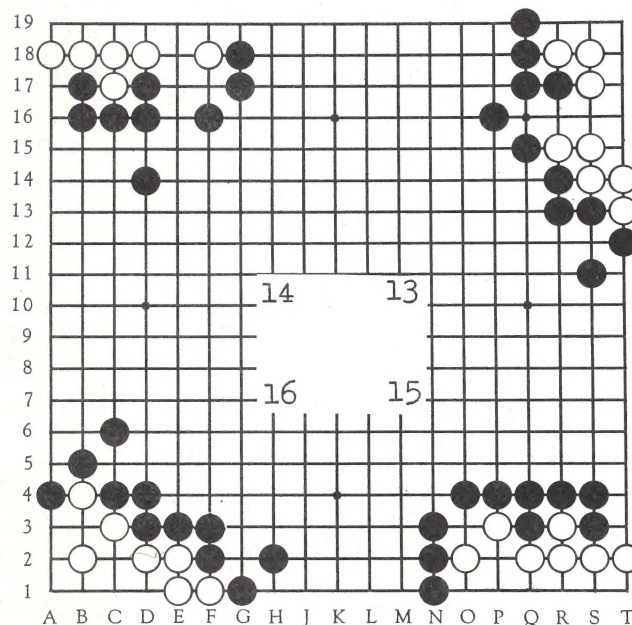
again is Koshi Takashima, Shodan. We have 70 more of these teasers for future publication. The first four were published in our last issue.



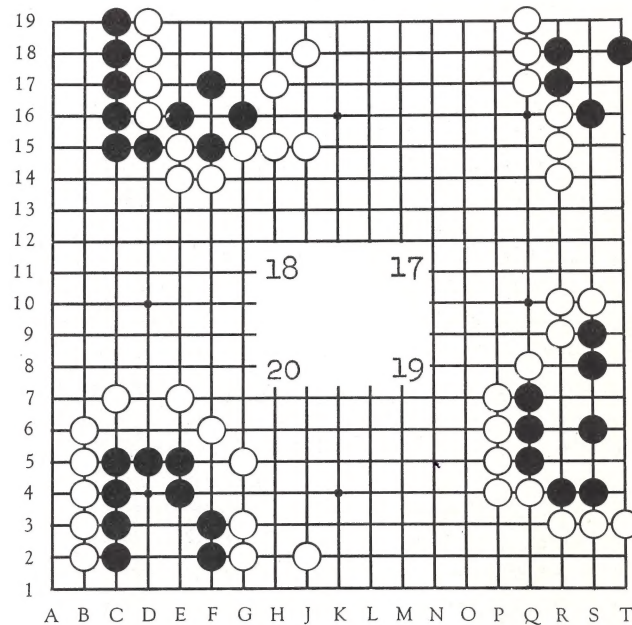
- 5 White to play and kill
- 6 White to play and win
- 7 White to play and kill
- 8 Black to play and kill



- 9 Black to play and kill
- 10 White to play and live
- 11 Black to play and kill
- 12 Black to play for Ko

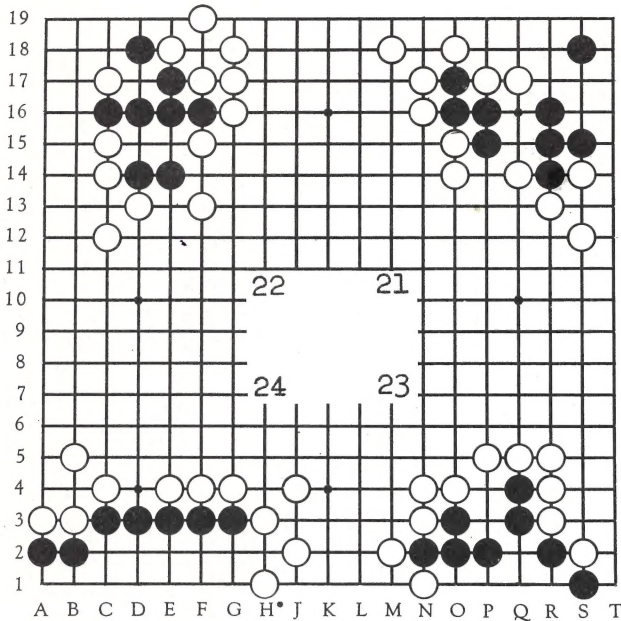


- 13 Black to play and kill
- 14 Black to play and kill
- 15 Black to play for Ko
- 16 White to play and live

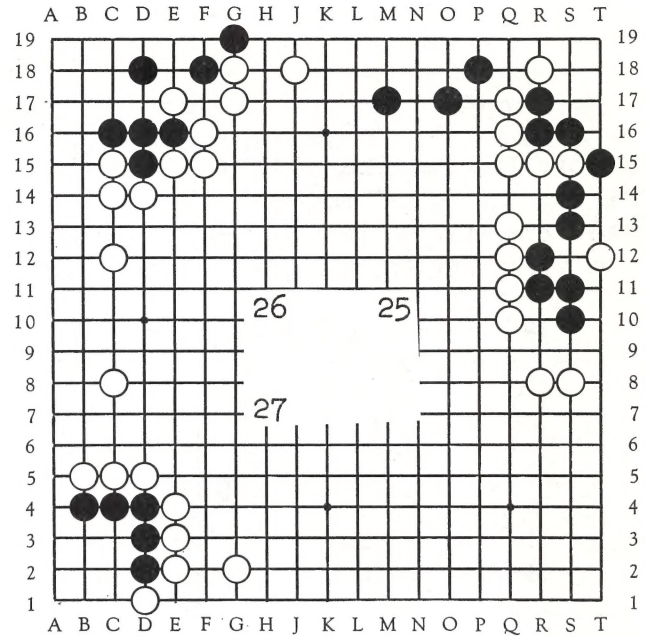


- 17 White to play and kill
- 18 White to play and live
- 19 White to play and kill
- 20 White to play and kill

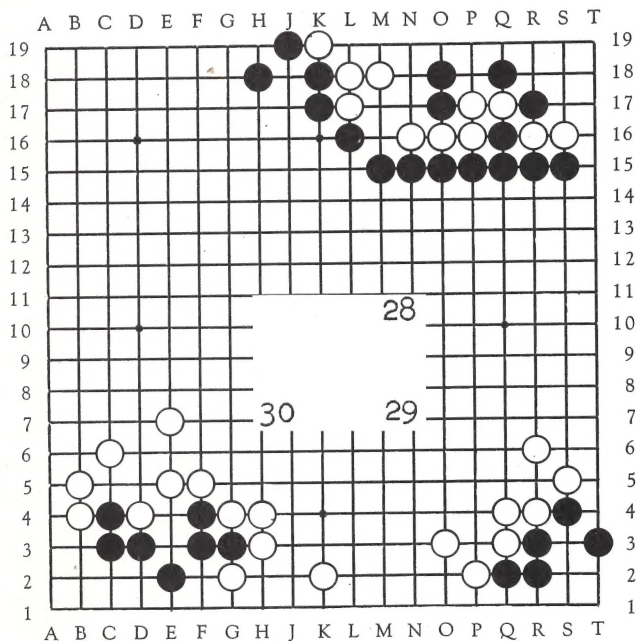
Problems



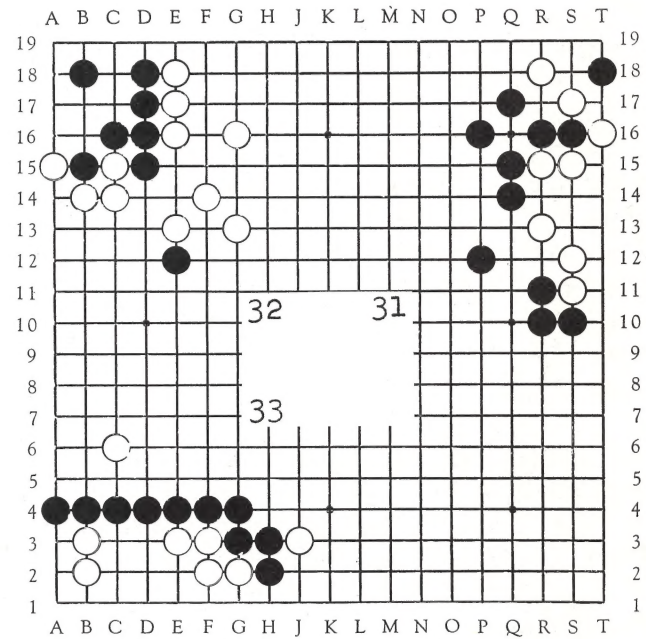
- 21 White to play and kill
22 Black to play and live
23 White to play and kill
24 White to play for Ko



- 25 White to play; Black loses side or plays for Ko
26 White to play and kill
27 Black to play for Ko



- 28 White to play and live
29 White to play for Ko
30 White to play and kill



- 31 Black to play and kill
32 White to play and kill
33 Black to play and kill

Answers to Problems

5. °T17, °T16, °S15.
6. °B15, °A16, °A15, °B14, °A17.
7. °Q1, °P1, °R2.
8. °A4, °A3, °B3.
9. °Q19, °P19, °S18.
10. °B19, °E14, °A15, °B13, °A18. OR:
°B19, °A18, °A15, °B13, °E14.

11. °Q1, °P2, °O1, °P1? °Q2! Note: IF
°1 O1, °2 Q1 and White lives.
12. °B2, °B1, °A3, °D1? °A1!
13. °S16, °R16, °T16, °R19, °S19, °T19
and °T17.
14. °B19, °C19, °E19, °F19, °E18, °E17
°F17, °D19, °E18.

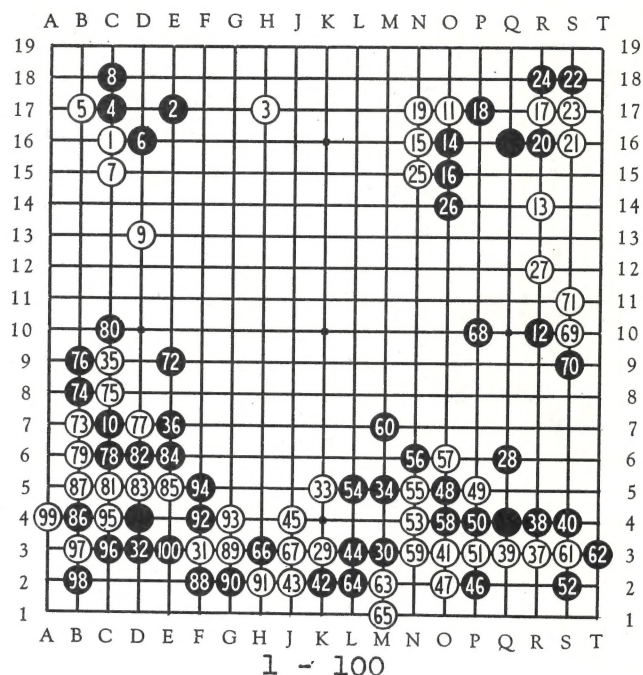
(Continued on page 29)

HONINBO SHUSAI - KOMURA, 3RD DAN

A Three-Stone Game

White: Honinbo Shusai, Meijin
 Black: Komura, 3rd Dan, taking three
 The comments are by Honinbo Shusai,
 the translation by Koshi Takashima.

White	Black	White	Black
1 C16	E17	51 P3	S2
3 H17	C17	53 N4	L5
5 B17	D16	55 N5	N6
7 C15	C18	57 O6	O4
9 D13	C7	59 N3	M7
11 O17	R10	61 S3	T3
13 R14	O16n	63 M2	L2
15 N16	O15	65 M1	H3
17 R17	P17	67 J3	P10
19 N17	R16	69 S10	S9
21 S16	S18	71 S11	E9
23 S17	R18	73 B7n	B8
25 N15	O14	75 C8	B9
27 R12	Q6n	77 D7	C6
29 K3	M3	79 B6	C10
31 F3	D3	81 C5	D6
33 K5	M5	83 D5	E6
35 C9	E7n	85 E5	B4
37 R3	R4n	87 B5	F2
39 Q3	S4	89 G3	G2
41 O3	K2	91 H2	F4
43 J2	L3	93 G4	F5
45 J4	P2	95 C4	C3
47 O2	O5	97 B3	B2
49 P5	P4	99 A4+	E3

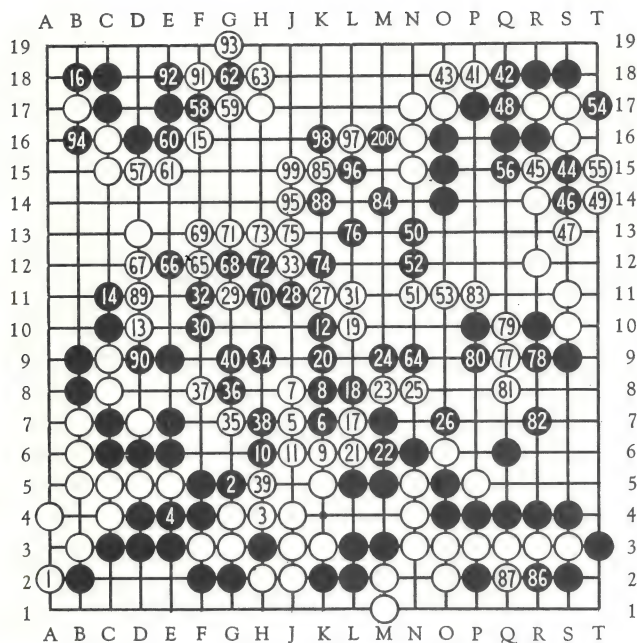


White	Black	White	Black
101 A2	G5	151 N11	N12
103 H4+	E4	153 O11	T17
105 J7	K7	155 T15+2	Q15
107 J8	K8	157 D15	F17
109 K6	H6	159 G17	E16
111 J6	K10	161 E15	G18
113 D10n	C11n	163 H18	N9
115 F16	B18n	165 F12	E12
117 L7	L8	167 D12	G12
119 L10	K9n	169 F13	H11
121 L6	M6	171 G13	H12
123 M8	M9	173 H13	K12n
125 N8	O7	175 J13	L13
127 K11	J11	177 Q9	R9
129 G11	F10	179 Q10	P9
131 L11	F11n	181 Q8	R7
133 J12	H9	183 P11	M14
135 G7	G8	185 K15	R2
137 F8	H7	187 Q2	K14
139 H5	G9	189 D11	D9
141 P18	Q18	191 F18	E18
143 O18	S15	193 G19+	B16
145 R15	S14	195 J14	L15
147 S13	Q17	197 L16	K16
149 T14	N13	199 J15	M16

*116 B18. Necessary to make the corner safe. If *115 B18, then *116 F16.

- *14 - *27. A standard Joseki.
- *28 Q6. K3 would be better instead.
- *36 E7. *D9 would have been better. Then if *D10, *D8; or if *C10, *C8.
- *38 - *65. Black's play is poor. He should have played 38 Q3 instead of R4 whence *S4, *R4, *S2, *S5, *Q2, *P2, with an invasion at H3 to follow.
- *73 B7. *D11 would have been safer, but W wants to complicate the game.
- *113 D10. A mistake - W should have played B18 instead. *113 D10 is premature, but W had hoped to mislead B into answering *114 D9, then *C11.
- *114 C11. Good defense, while at the same time preparing for an attack at B13.

Three Stone Game

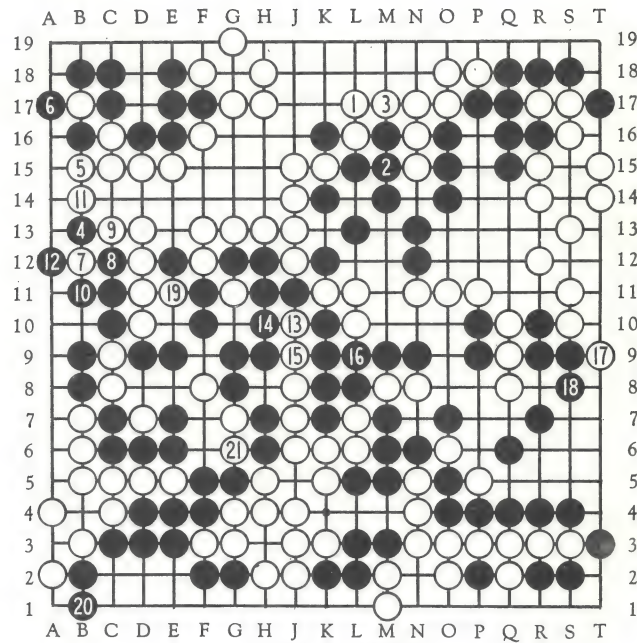


101 - 200

*120 K9. Correct.

*132 F11. Bad. The correct sequence was *J12, then if °J10, °J9, °H10, °H9 °F11, °L13. This would shut in the whites around J3. If later B plays L1 to prevent W's joining the J3 and O3 groups, [without °L1, W could join by °L4, °M4, °K1] W must answer °L1 with H5 to make two eyes here. Then B can bring about Ko in the corner with °O1, °P1, °Q1+, °Q2 °R2 or R1, °P1+.

*174 K12. Bad. L13 was called for instead.



201 - 221

White	Black	White	Black
201 L17	M15	213 J10	H10
203 M17	B13	215 J9	L9
205 B15	A17+	217 T9	S8
207 B12	C12	219 E11	B1n
209 C13	B11	221 G6	-
211 B14	A12+		

*220 B1. This is Black's big mistake! Had he played H8 instead, he still had a chance to win. [After °221 G6, Black cannot fill at H8 because then °F9.]

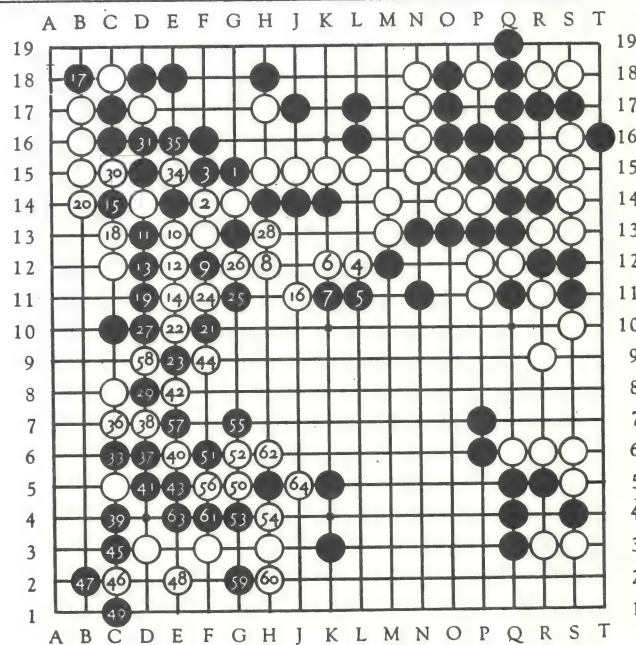
Go Sei-gen - Fujisawa Game (Continued from page 21)

*121-127. Well played. However, 129 becomes a must, whereupon White gains the tempo to save his own group.

*133 C6. °C7 instead was a safe extension, but not big enough - so Black takes a chance.

*139 C4. Usually B would play F7 instead, but then W gets his connection through B6. °139 intends to take the corner. In taking the corner, however, he loses the stones around D10. After °158, taking the side, the game is lost. Black resigns after °164 J5+.

101 - 164



GO SEI-GEN - MURAMATSU SHOFU
Six Stone Game

This game between the renowned master and the amateur Shodan novelist was played in December 1940. Time, 7 hours. It was the first in a series of matches between Go Sei-gen and the Shodan members of the Literary Men's Go Association. At that time Go Sei-gen was 7th Degree.

Comments are by Go Sei-gen, taken from the magazine "Igo Club". Black resigns after °131. The translation is by Professor Lien-sheng Yang.

White	Black	White	Black
1 C6	G3	51 Q6	O4
3 O17	Q14	53 N4	O5
5 D13	F16	55 P3	Q5
7 H17	G15	57 P7	N5
9 J15	F12n	59 M4	F10n
11 E11	E12	61 E10	F9
13 D11	D12	63 N7	M5n
15 C11	C12	65 J5n	H6
17 B12	B13	67 H4	G4n
19 B11	C13	69 L7	L5n
21 E17	D17	71 J6	K7
23 J3	F11n	73 J7	L8
25 E2	E3n	75 M8	K8
27 C3	C4	77 K6	L6
29 D3	F3	79 M7	Q3n
31 B4	B5	81 F6	F5
33 B3	C5	83 H2	F2
35 D6	E5	85 D1	H7
37 F7	H5n	87 H8	G8
39 O3	R7	89 G7	G5
41 D18	C18	91 J8	B7n
43 R12	P12	93 C8	B8
45 O15	S13n	95 B6	H6
47 R9	Q9	97 B9	C7
49 R6n	R8	99 D7	C9

°10 F12. Better E12 or F11. After °E12, if °E13 then °F12, °F13, °G13 will be good for Black. After °F11, if °F13, of course °G13.

°24 F11. Good because it could be followed by E10 or C8 to attack White, but °24 C4 would be a safer play.

°26 E3. Correct reply to °25 E2.

°38 H5. Good.

°46 S13. This, °48 and °50 are satisfactory in a six stone game.

°49 R6. If R8 instead, the white group around R9-R12 may live, but the outside influence would be Black's.

°60 F10. Better °N7 - if then °O8, °N8 or °M9.

°64 M5. Much better than M6.

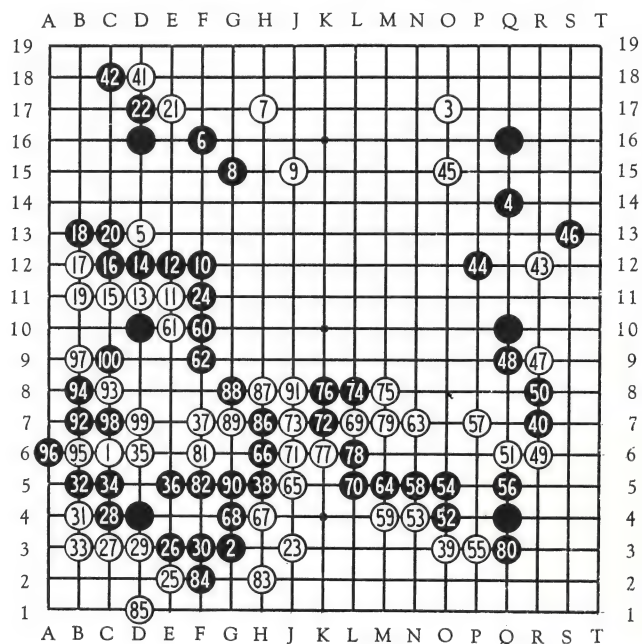
°65 J5. A sort of "break like jade" tactic, because the tenuki after °62 was already taking chances. [Break like jade meaning to live dangerously, to go all-out. From the Chinese proverb "Better be a broken piece of jade than an intact clay tile". L.S.Y.]

°68 G4. Better F6.

°70 L5. This and °72 are worthy of an expert. If °72 L3, then °R2 with complications. °70 - 72 are effective because °64 M5 was strong.

°80 Q3. Solid.

°92 B7. Probably °92 D8 would have been best, whence Figure 1. Or perhaps °92 C8 with the same basic idea. But actually °92 B7 is not bad - if continued as in Figure 2, Black lives. (If in Figure 2 White replies with B8, then Black captures °1, 35, 81, 37.



Six Stone Game

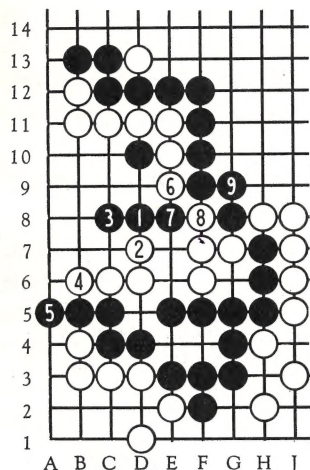


Figure 1

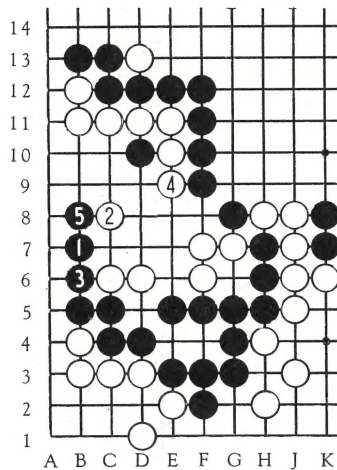


Figure 2

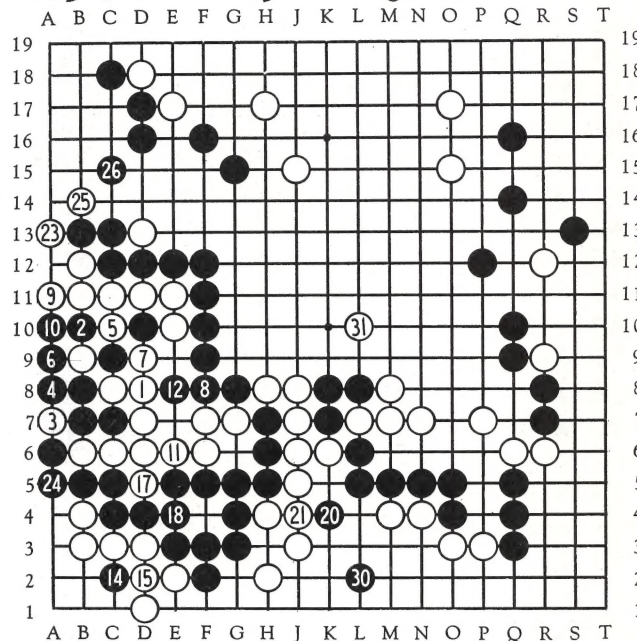
Figure 1. The whites from A12 to F6 die! [°10 B8? °B9, °B7, °C9, °A9, °A10 °A8, °B10, °A11, °A13.]

Figure 2. Black and White both live. [If °4 B8 to kill, then °E9, °D9, °D8, and W must give up the line 6 stones with °8 C10, °9 C7. If °8 C7, then °9 D8+ and later °A10, killing all the whites from A12 to F6.

°103 A7. This must precede °C10.

°130 L2. L10 was called for instead.

101 D8	B10	117 D5	E4
103 A7n	A8+	119 B9+	K4
105 C10	A9+	121 J4	C9+
107 D9+	F8	123 A13	A5
109 A11	A10	125 B14	C15
111 E6	E8	127 B9+	A7
113 B9+	C2	129 C9	L2n
115 D2	C9+	131 L10	-



Answers to Problems Continued

15. °S1, °O1, °P2, °P1, °O3, °R1, °P2.
16. °A2, °C1, °B1, °C2, °D1, °C2, °B3! °C1+5, °D2. IF: °1 B3, °B1, °C1, °A2 and Ko.
17. °S19, °R19, °T16, °S15, °S14, °T17 °S18, °S17, °T15, °T14+2, °T15.
18. °E19, °G18, °E17, °F16, °F18, °G17 and °H16.
19. °R7, °R8, °T4, °S7, °T9, °T8, °T6. OR: °R7, °R6, °S5, °T5, °T4, °R5, °S7, °R8, and °T7.
20. °C1, °D1, °F1, °D3, °E2.
21. °Q19, °T14, °S13, °R19, °R18, °S19 °T16, °R17, °T18, °Q18, °P19, °T15 °S17. OR: °Q19, °T14, °S13, °R18, °R19, °Q18, °P18, °S19, °T16, °R17 °T18, °T15, °S17, °P19, °Q19.
22. °B18, °C18, °D19, °B17, °B16, °A16 and °A18.
23. °Q1, °S3, °T2, °R1, °Q2, °P1, °Q2, °Q1, °P4. OR after °P1: °Q2, °T3, °P3.
24. °B1, °C1, °D1, °D2, °C2, °D4, °D5, °C1, °E1, °F1, °C2, °C5, °A1, °B4, °C6, °B6 and W takes the Ko.

25. °T18, °S18, °T17, °Q18, °T16. IF: °T18, °T16, °S19, °T17, °Q18, °S18 it is Ko.
26. °B16, °B17, °B18, °C17, °C18, °B15 °A16, °D17, °E18. OR: °B16, °B17, °B18, °B15, °C17, °A16, °D17, °C18 and °E18.
27. °B1, °A4, °B3, °C2, °C1, °B2, °E1, °A3, °A2. OR: °B1, °C2, °C1, °B2, °E1, °A4, °B3, °A3, °A2.
28. °P18, °R18, °N17, °M16, °S17, °S18 °L19, °N19, °P19, °N18, °O19, °M17 °M19, °N18, °O18, °N19+6, °M18. IF: °1 R18, °2 P18 kills.
29. °S11 °S2, °T5, °T4, °T2. IF: after °T5, °T1, °T4, °S3, °T2 and Ko.
30. °F2, °B3, °A3, °A2, °B1, °C2, °E3, °F1, °D1, °E1, °C1.
31. °T17, °T15, °R19! °Q18, °P18, °R17 °Q16, °Q19, °S19. OR: after °7Q16 °S19, °Q19, °P19+2, °Q19.
32. °A18, °D14, °C12, °D13, °D12, °B16 °A16. OR: after °5 D12, °A17, °B17.
33. °D2, °D3, °A2! °C3, °A3, °G1, °C1, °B1, °E1. OR: after °A2! °C2, °D1 °E1, °G1, °A3, °C3, °A1, °C1.

(Continued from first page)

°26 P13. Very good. Black had to answer reluctantly with 27. White played skillfully, ruthlessly reproaching Black's over-wide extension. [L]

Black	White	Black	White
27 R13	J3	65 Q5	Q12n
29 O3	O4n	67 Q11	R12
31 R3n	P3	69 S13	S9
33 R4	N3	71 T5+3n	S12
35 R7	P7	73 S11	T12
37 J4	H3	75 T10	T16n
39 E5n	F5	77 O14	P14n
41 D5	F6	79 P15	O13n
43 O2	P2	81 O15	N13
45 L5	C3	83 N16n	N17
47 N2n	N4	85 M17	N15
49 M3	L7	87 M16	N18
51 J6	S6n	89 N14	N11
53 S7	R5n	91 M15n	M18
55 Q5	Q6	93 O8n	P8
57 P5	P6	95 O10	T9
59 R6	S5	97 N10n	M10
61 S4	O5	99 M11n	O11
63 T6	P4+2		

°30 O4. Now the normal reply °N4 would result in an unfavorably compressed position for Black through °P3 °O5, °P4, °N3. [M]

°31 R3. This surprised me; I feared °P4 instead. This quadrant is one of white strength, and °P4 would avoid complication and would not hurt the rest of the board - thus:

(a) °P4, °P5, °P3

(b) °P4, °P3, °P5, °Q3, °N4 (ladder)

Note the isolated position of °25 after °36. [M]

At this point I was quite satisfied with my position, because it seemed to me that °35 was to be an excellent post after the inevitable exchange of 32, 33, 34. [L]

°39 E5. This was a poor choice, as both players agreed. There were many possibilities in this complex situation. B intended to rescue 25, utilizing 29 for the purpose, but the exchange of 39 to 42 fortified White, and Operation Rescue became more difficult. (Note that a cut at F4 is impossible.)

°39 L5 would have made things much easier for Black. [L]

°47 N2. Good. The black position gains in strength and the white group (°2 to 36) feels a sudden insecurity. Therefore °46 should have been M2, then °L2, °C3. [M]

°52 S6. This is possible because of °50 L7.

°54 R5. I think that °54 R6 would have given W a better form after the sequence of Figure 1. [L]

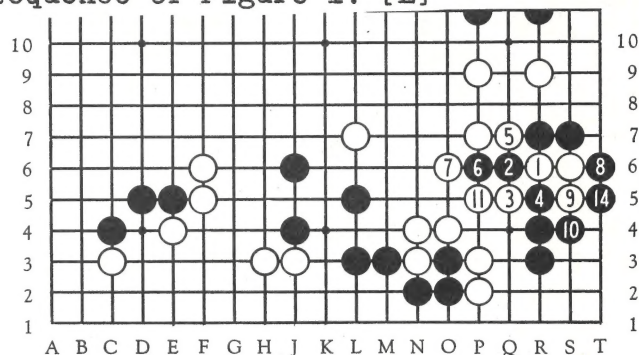


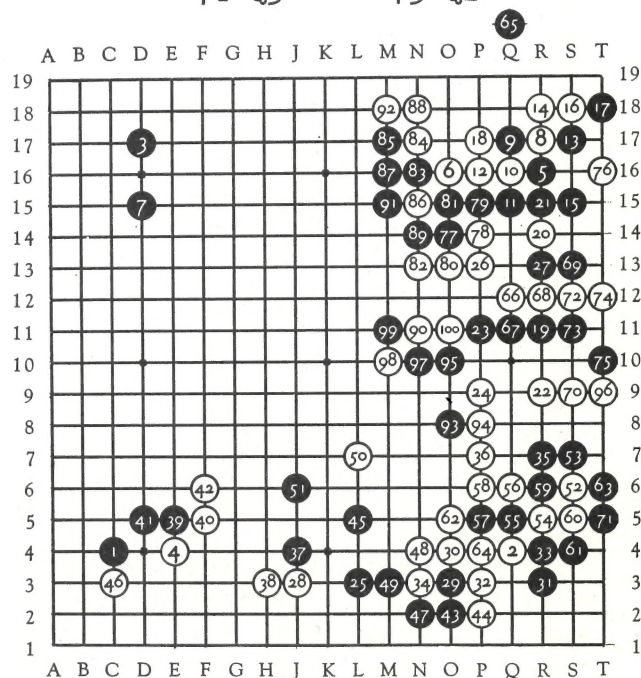
Figure 1. (°12 Q6, °13 P6+)

°54R6 can lead to dangerous complications - °Q5, °Q6, °P5, °P4, °R5. [M]

°66 Q12. Better °P5+ first - sente, and worth a point in the final score.

°71 T5+. Otherwise the black corner group is threatened, and B would have to sacrifice the stones 29, 43, 47 to make safe in the corner. The sequence might be:

°70 S9 °71 S11?
72 P5+ 73 T5
74 Q5 75 Q2



76 O1 77 S2
78 M2

Note, however, that W cannot kill the corner - thus after °73 T5 as above °74 S2? °75 R2

(not °75 Q5+3 lest °76 R2 and one eye)

°76 Q5 °77 S1
°78 T2 79 Q1
80 P1 81 Q2

and Black has two eyes and keeps the 3 stones around O2. In this last sequence if °78 O1, then °79 T2 - not 79 M2 because °80 T2 and the corner is dead.

°76 T16. Weakening these B stones so that running out the whites on line 12 will be a threat to the blacks on each side. Since there is a way out for Black, White might as well have played N13 or thereabouts, attacking the °23 stones. [L]

°78 P14. This was poorly chosen - it eventually brought °83 down on my head. Merely running out with °78 O13 would have been wiser. [M]

°80 O13. °O15 would have been better. [M]

°83 - 85. Very painful! [M]

°91 M15. M18 would have been sente, and a very profitable consolidation of the territory to the left. If W tenuki, then °P18, °Q18+, °O18 and one eye.

°93 O8. Better Q8 then when °Q9, simply connecting with °T9 would have been enough.

°97 N10. Better °M8 instead. [L]

°99 M11. Neither this nor any other play is valid to save the stones on line 11, but I wanted to see how Mr Matsuda would respond. [L]

Black	White	Black	White
101 M9	L10	127 C15	J7n
103 L9	P10	129 H7	J8
105 N7n	K10	131 H4	G4
107 K9	L12	133 M6n	J9
109 K17	L18	135 G3n	G2
111 K18	D7n	137 F3	F2
113 C7	C8	139 G5	F4
115 C6	D3	141 J10n	E6n
117 D8	C9	143 D6	G8
119 E7	D9	145 E9	E10
121 E8	C13n	147 G9	F10n
123 D13	D12	149 H8	G7
125 E13	C14	151 H9	F9

°105 N7. Bad. I should have played K10, °L11, °K11, °L12, °K12. [L]

°112 D7. Crucial point of attack on B. I have a difficult choice. I might have played to take the corner instead, but the sacrifice of outside stones and influence might be too expensive. Probably °113 was the best reply. [L]

°122 C13. I probably should have played higher, at D13. Instead I let B consolidate his potential territory around G16 with 123, which at the same time hammered down the white sphere along the west side. Mr Lee played this side-position with great skill. [M]

After °122 D13, I would have had no good reply here, and would have played elsewhere. [L]

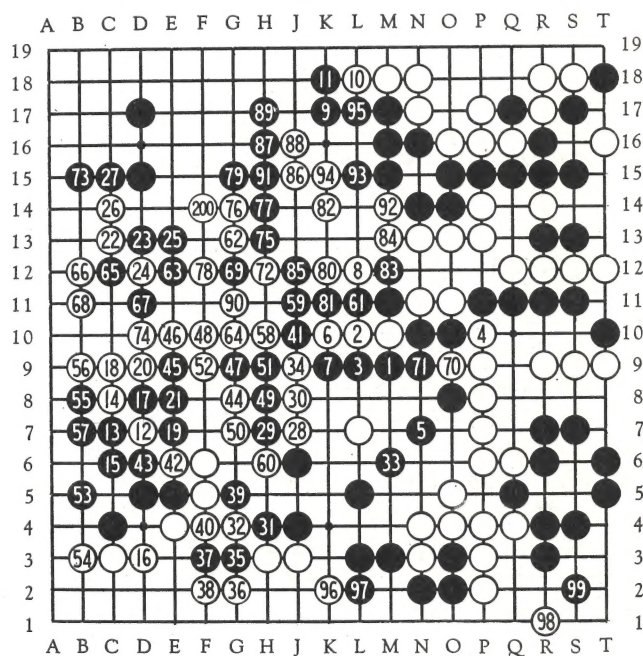
°128 J7. White starts a fight, with threats toward the blacks around C7 and around L5 - K9, with the intention of strengthening himself for a dash into the big G16 area.

°133 M6. Connecting is essential now.

°135 G3. Excellent timing, with advantages such as °139 and later around K3. [M]

°141 J10. This play shows Mr Lee's caliber - it answers the white threats by creating a white weakness. A strong move. [M]

°142 E6. Making D7 a false eye.



°148 F10. At this point, after 2 and 1/2 hours play, we adjourned for dinner. The first 40 and the second 60 plays had each taken one hour.

Black	White	Black	White
153 B5n	B3	177 H14	F12
155 B8	B9	179 G15	K12
157 B7	H10	181 K11+3	K14
159 J11	H6	183 M12	M13
161 L11	G13n	185 J12n	J15
163 E12	G10+4	187 H16	J16
165 C12n	B12	189 H17	G11+
167 D11+	B11	191 H15	M14
169 G12	O9	193 L15	K15
171 N9	H12	195 L17	K2n
173 B15n	D10	197 L2	R1
175 H13n	G14	199 S2	F14

°153 B5. The connections cut, Black must make eyes immediately. [L]

°162 G13. Now was the time to play °E17, letting B's response determine the follow-up. [M]

°165 C12. I had to allow this in order to reduce the big B territory above. I thought Black played very well here. [M]

°173 B15. Big! This was a critical point and carried sente. Obviously 174 D10 is essential, since if Black here, the whites on the border die. Note also that °173 prevents any threat to

cut at D14. Had W had opportunity to play 173, it would have made a difference of about 10 points. [M]

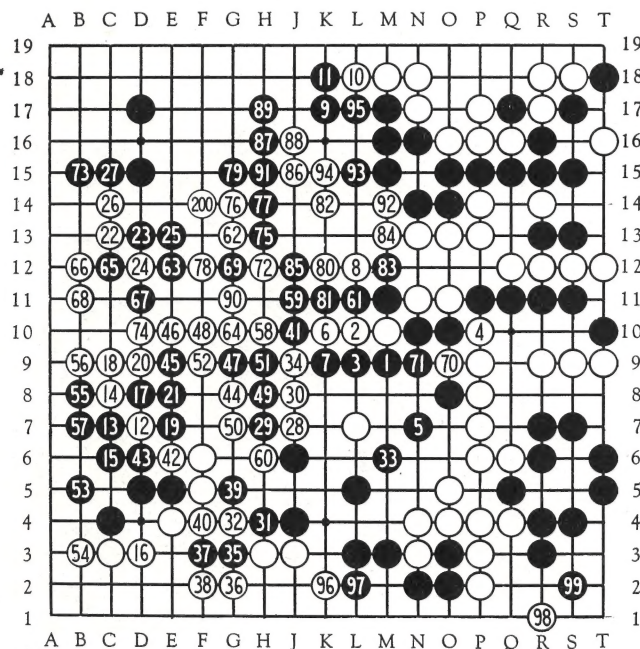
°175 H13. This seemed to me to be the best choice to minimize White's invasion. [L]

°185 J12. Rather meaningless - °185 J15 would have given me an easy win. I pay for my mistake with 187 - 189, and still K19 is open. This error cost me 7 or 8 points. [L]

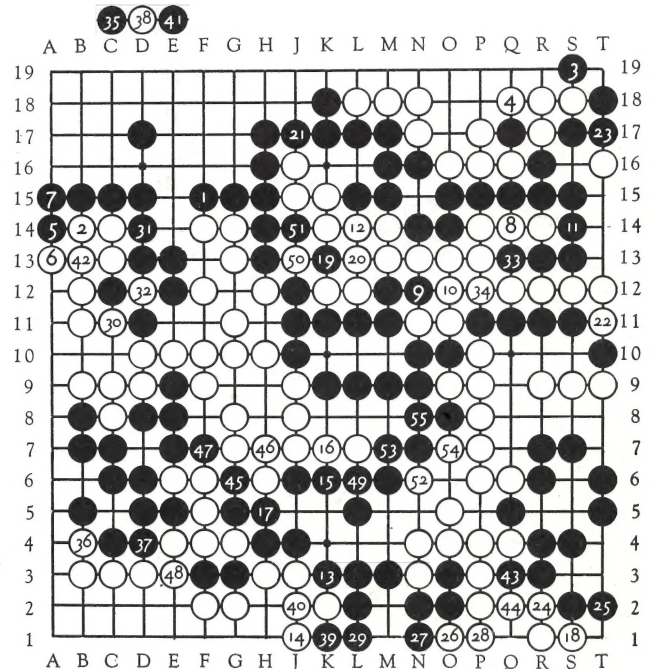
°196 K2. This should have been K4, °K5, °M5, °J5, °K3, °L6. If Black does not play L6, White can cut with M5. [L]

Black	White	Black	White
201 F15	B14	229 L1	C11
203 S19	Q18+	231 D14	D12+
205 A14	A13	233 Q13	P12
207 A15	Q14	235 C12+	B4
209 N12	O12	237 D4	D12+
211 S14	L14	239 K1	J2
213 K3	J1	241 C12+	B13
215 K6	K7	243 Q3	Q2
217 H5	S1	245 G6	H7
219 K13	L13	247 F7	E3+2.
221 J17	T11	249 L6	J13+
223 T17	R2	251 J14	N6
225 T2	O1	253 M7	O7
227 N1	P1	255 N8	-

°255. The record breaks off here.



101 - 200



201 - 255